

Questing Beast - Quest In Beast

When there are **many** you must choose one. You are a fantastic wanderer of **space, time, distant lands** or **dreams**.

Your home, a place of **wonder, sorrow, envy, or joy**.

You and your Fellowos hunt the Questing Beast, a creature of many parts. You have a Quest which the Beast symbolizes to you, and which you shall not abandon. Your quest is represented in the Beast's body in some way. You cannot return home without completing your Quest. You have a flaw in your **mighty frame, piercing eyes, agile mind, or trusting heart**, so that it is not what it is called. You mistrust one of your Fellowos, but not the rest. You would abandon your Quest, if you **found, did, lost, or learned** something. You have so far kept this secret, maybe even from yourself. You begin with your Fellowos in **a muddy field, an antique land, a ship in storm, or a trackless waste**.

In each place you go, one Fellowo knows the land better, and describes it, its people and their ways. You will be there for some time, but not long.

The Beast cannot be caught.
Does the last questor win?



